

```
1 #include "PlaceableActor.h"
2
3 class Enemy : public PlaceableActor
4 {
5 public:
6     Enemy(int x, int y, int deltaX = 0, int deltaY = 0);
7     virtual void Draw() override;
8     virtual void Update() override;
9
10 private:
11
12     int m_movementInX;
13     int m_movementinY;
14
15     int m_currentMovementX;
16     int m_currentMovementY;
17
18     int m_directionX;
19     int m_directionY;
20
21     void updateDirection(int& current, int& direction, int& movement);
22
23 };
```